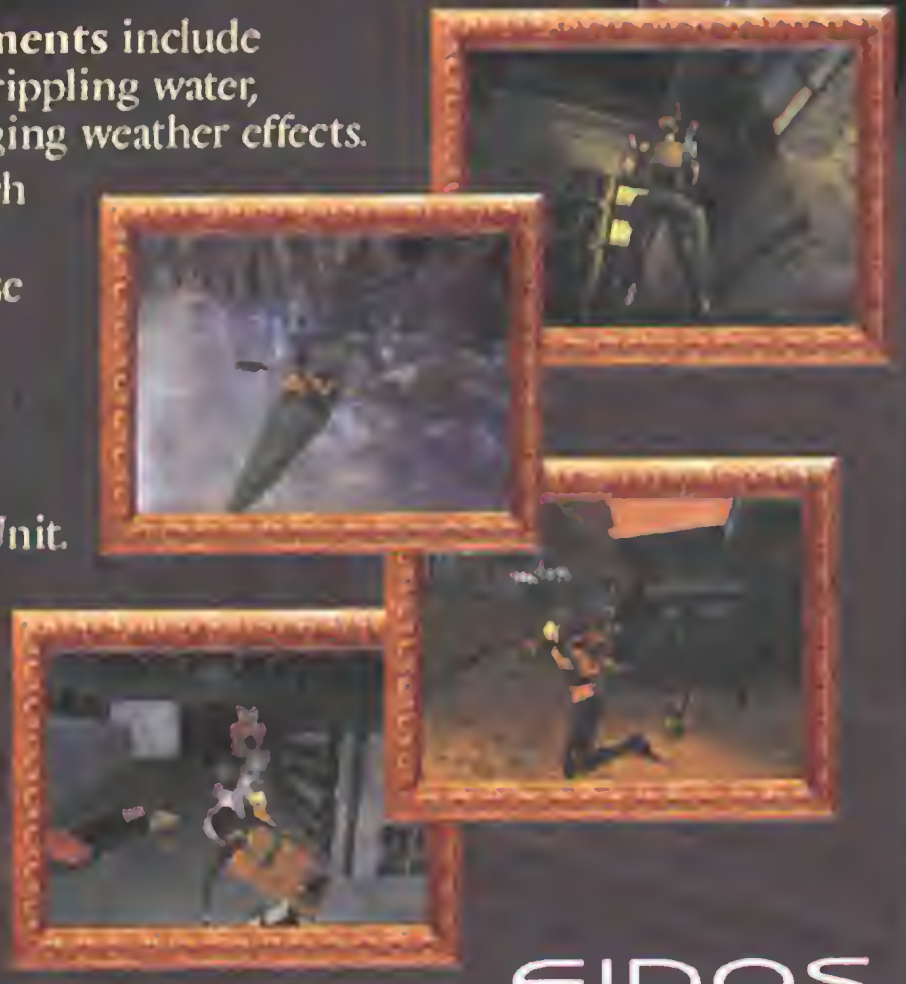
PlayStation
PAL
TOMB RAIDER III
ADVENTURES OF LARA CROFT
CORE
EIDOS
PlayStation®

Lara Croft returns in her most daring adventure to date - **Tomb Raider III**. In a search to find four mysterious artifacts fashioned from the heart of an ancient meteorite, Lara journeys through 5 challenging adventures packed with new puzzles, hidden traps and ruthless enemies! From the jungles of India to the icy wastes of Antarctica, across the rooftops of London and into the depths of Nevada's mysterious Area 51, Lara has new vehicles, weapons and moves to outwit her foes. Be ready for anything and prepare to be amazed!

- **New graphic enhancements** include multi-coloured lighting, rippling water, reflections, fog and changing weather effects.
- **Select the order** in which you undertake Lara's adventures and also choose the path you take within the levels.
- **New vehicles** including Kayak, Quad Bike and Underwater Propulsion Unit.
- **New weapons** such as Grenade Launcher, Desert Eagle and Rocket Launcher.
- **New moves** including dash, crawl and monkey swing.



CORE

EIDOS INTERACTIVE

1 Player | Memory Card 2 blocks | Analog Controller Compatible | Vibration Function Compatible | DUAL SHOCK™

This software is only compatible with hardware displaying "PlayStation" and PAL

PlayStation

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

Tomb Raider III & Lara Croft © & TM Core Design Limited 1998. © & Published by Eidos Interactive Limited 1998. All Rights Reserved.

FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Eidos Interactive Limited. Developed by Core Design Limited.

COMPACT disc

For Ages - Pour Ages - Para Años - Für Jahre - Per Anni

3-10 ✗ | 11-14 ✗ | 15-17 ✓ | 18+ ✓

ELSPA

COPYRIGHT © 1994, EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION. ALL RIGHTS RESERVED

5 032921 004466

© & Published by Eidos Interactive Limited 1998. All Rights Reserved. FOR HOME USE ONLY Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Eidos Interactive Limited. Developed by Core Design Limited. Made in Austria.

TOMB RAIDER III
ADVENTURES OF LARA CROFT™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Tomb Raider III & Lara Croft ™ & © TM Core Design Limited 1998.

CORE

EIDOS

SLES-01649

PlayStation

PAL

COMPACT disc

Introduction

Millions of years ago, a meteor survived the plunge through the Earth's atmosphere, impacting in the then warm climes of Antarctica...

The first people to discover this land were a tribe of Polynesians. Despite the now freezing conditions, there was an abnormal abundance of life and the tribe settled, worshipping the meteorite crater for the powers it appeared to hold.

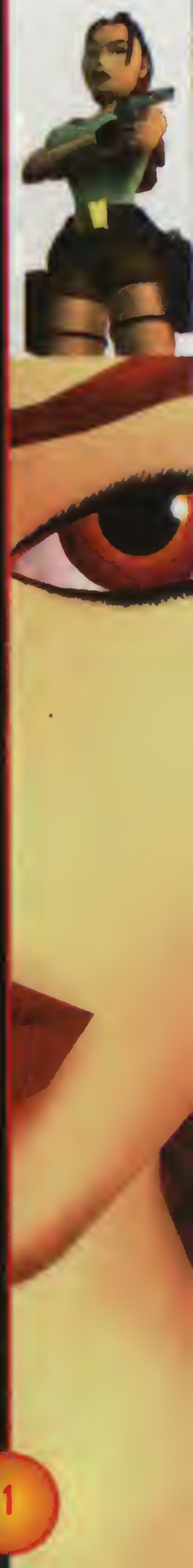
Generations later though, catastrophic events forced them to flee in terror...

Today, the same area is being excavated by the research company; RX Tech, who are picking up unusual readings from the meteorite's impact zone.
It is in this zone that they uncover the body of a sailor from Charles Darwin's voyage on The Beagle. A few of the sailors had it seems, briefly explored the crater's interior...

Following a story from one of the sailor's journal, the research company have started to take a particular interest in, not only the crater area, but other parts of the globe where the sailors subsequently travelled to...and died in...

One of these places is India - where Lara is currently searching for the legendary Infada artefact.
Unaware of its true history, she only knows that in local beliefs it was supposed to hold great powers and has been revered by tribes there throughout the years...

Soon she will discover much more...



In-Game Controls

Lara

L2
Duck

L2 (+ Directional buttons)
Crawl

L1 (+ Directional buttons)
Look

R1 (+ Directional buttons)
Walk / Sidestep

R2
Sprint when moving forward (Pressing ◉ Button whilst sprinting will make you dive and roll forward)

Directional buttons
Use the Directional buttons to move Lara around the playing area.

Draw Weapons

Roll

Action

Jump

START
Pause / Unpause

SELECT
Pauses and displays Menu Rings

SELECT + R1
Draw Flare

Analog Mode

This game is designed to work with the Analog Controller (DUAL SHOCK) in Analog mode. To activate the Analog mode, press the Analog mode switch. When activated the LED Display will turn RED.

If you are using the Analog Controller (DUAL SHOCK) the vibration function can be turned off within the Controller – control configuration options.

L3
Press to jump

Left Stick
Use to move Lara around the playing area, pushing slightly will activate the Walk and Side Step functions. Pushing fully activates Lara's run and turns

R3
Press to activate Action

Right Stick
Look

All other functions remain as above.

MENU RING CONTROLS

Use Up and Down on the Directional buttons and Action ⊗ Button to select throughout all menus. The START or Action ⊗ Button also quits FMV.

Use Right and Left on the Directional buttons to toggle through individual category options.

Use Draw △ Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

Vehicles

Lara will, on her travels come across a number of vehicles, here's how you control them:

Underwater Propulsion Unit

Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
⊗	Fire Harpoon
▣	Accelerate (release button to slow down)
◉	Release hold

Quad Bike

Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
⊗	Accelerate
▣	Brake
L2/R2	Hand Brake
◉	Dismount

Note: Whilst holding handbrake press accelerate then release handbrake to provide turbo boost

Kayak

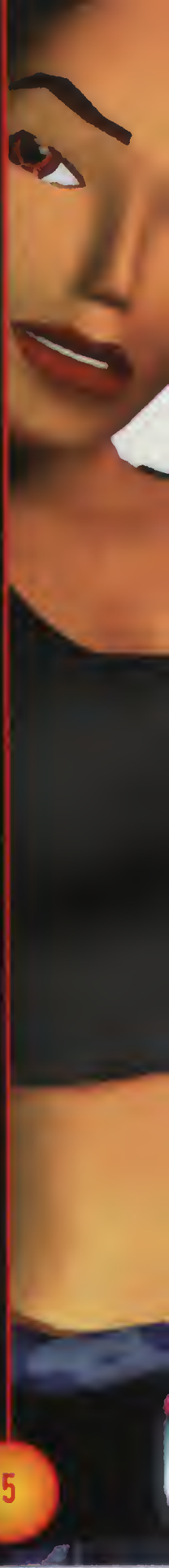
Up & Down Directional buttons	Paddle Forward/Backwards
Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Paddle Forward/Backwards Turn Left & Right
R1 + Left or Right Directional button	Paddle turn – Left or Right
◉	Jump out

Boat

Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
⊗	Accelerate
▣	Brake
◉	Disembark

Mine Cart

L2	Duck
▣	Brake
⊗	Swing Spanner
◉	Jump Out



Starting the Game

It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.

Following a short introductory FMV sequence you will be presented with the:

Passport - In-game options

The passport allows you to start a new game, load a previously saved game or quit. Press Action ⊗ Button and the passport will flip open. Pressing Left and Right flips you through the pages of the passport. The first page allows you to choose and load a previously saved game. The middle pages will start a new game. The last page of the passport quits the game (In game-option only).

Polaroid - Lara's home

Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work. To exit the Assault Course press the SELECT Button and use the exit option within the passport.

Sunglasses

This option allows you re-centre the game screen on your TV. Use the Directional buttons and press Action ⊗ Button to select position.

Personal CD Player - sound effects and music

Press Action ⊗ Button on the Personal Stereo, and you will be presented with two bars, the top bar sets music volume, the lower bar sets sound effects volume. Press Up and Down to toggle between sound and music. Press Left and Right to adjust volume.

Controller - control configuration

Use Right and Left to scroll through the pre-set control configurations, press Action ⊗ Button to select your desired configuration.

Actions

Moving

Running / Sprinting

Pressing Up moves Lara forward at a running pace, pressing R2 will make her temporarily sprint. A small energy bar will appear, when the bar depletes Lara will revert back to a run.
Pressing Down makes Lara jump back a short distance.
Pressing Left or Right turns Lara Left or Right.

Walking / Side Stepping

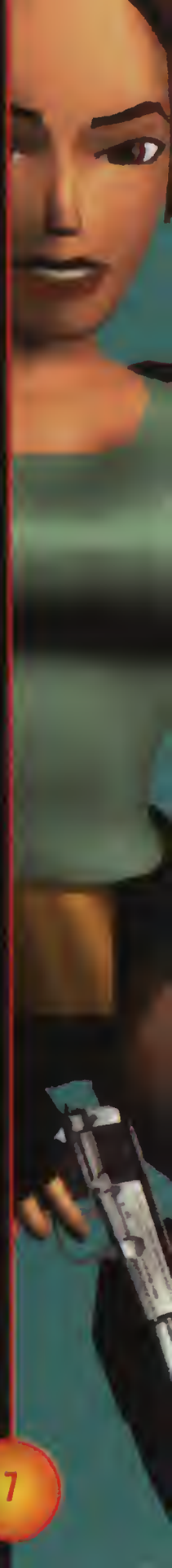
By pressing Walk (R1) Button in conjunction with the Up & Down Directional buttons, Lara can carefully walk forwards or backwards. By pressing Walk (R1) Button in conjunction with the Left & Right Directional buttons, Lara will Side Step. Whilst the Walk (R1) Button is held down, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

Roll

Pressing Roll ◉ Button will make Lara roll forward, and finish up facing the opposite direction. This also works when Lara is underwater.

Jumping

Lara can jump in any direction, to evade her enemies.
Press Jump ▣ Button and Lara will jump straight up into the air.
If you press a Directional button immediately after pressing Jump, Lara will jump in that direction.
In addition, pressing Down or Roll straight after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when jumping backwards by pressing Up or Roll immediately after takeoff.



Swimming

Underwater

If Lara finds a deep pool of water, she can jump in, and swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown.

Some water is very cold, Lara can only swim in this water for a short time, an exposure bar will appear and deplete when she enters this kind of water.

Pressing Up, Down, Left or Right makes Lara rotate in that direction.
Pressing Jump ◎ Button makes Lara swim.
Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press Action ⊗ Button.

Swimming on the surface

Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions to swim Left or Right when on the surface of the water. Pressing Jump ◎ Button will make Lara dive under the surface again, whilst pressing up and Action ⊗ Button when Lara is close to an edge will make her climb out.

Wading in shallow water

Lara won't swim in waist deep water; instead she wades. The controls are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

Attacking

Lara starts the game carrying two pistols and a shotgun. Later in the game she may find some extra weapons. Note that the pistols have unlimited ammunition, but the shotgun requires shells to be picked up to use.

Shooting

Press Draw △ Button and Lara will draw her guns. If she sees something she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing Action ⊗ while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the Action button is held down, regardless of whether or not Lara loses her lock. While Action ⊗ Button is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, it will break her lock, but that enemy will still be assigned as the current target.

Lara can still use look (L1) when targeting an enemy.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction and Bob's your uncle.
If you want to shoot a different enemy, simply let go of Action ⊗ Button, and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These actions are described below.

Other Actions

Vaulting

If Lara is faced with an obstacle that she can climb over, pressing Up and Action ⊗ Button will make her vault onto it.

Climbing

Some walls are climbable. If Lara comes across such a surface, pressing Up and Action ⊗ Button will make her jump up (if there is room) and catch handholds on the wall. She will only hang on whilst Action is held down. She can then be made to climb up, down, left and right by pressing the Directional buttons. Pressing Jump ◻ Button will make Lara jump backwards away from the wall.

When Lara arrives at the top of the ladder she maybe faced with a small opening, pressing Crawl (L2) Button will make Lara duck and pressing Up on the Directional buttons will make Lara Crawl into the gap if she will fit.

Duck and Crawl

As described above Lara can Duck by pressing the Crawl (L2) button and Crawl by keeping that Button pressing whilst using the Directional buttons to move her as you wish.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding Action ⊗ Button will allow her to grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just ledges).
Press Left or Right, and Lara will shimmy sideways.
Pressing Up will make Lara climb up to the level above.
Let go of Action and Lara will drop.

Monkey swing

If Lara discovers an overhead frame, she may decide to monkey Swing across it. To perform this press Jump ○ Button to Jump up to the frame, the Action ⊗ button to grab on to the frame, and whilst still holding the Action ⊗ Button, press Up on the Directional buttons to swing forwards. Pressing Left & Right Directional buttons will make Lara hang and rotate. Releasing the Action ⊗ Button will cause Lara to release the bars.

Picking objects up

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Pressing Action ⊗ Button and she will pick it up.

Often, enemies will drop objects when they are killed, it's always worth checking out their bodies just in case.

Save Game Crystals are collected and added to your inventory by running through them.

Using switches

Position Lara so that the switch is in front of her. Press Action ⊗ Button and she will use it.

Using puzzle items/keys

Position Lara so that the object receptor is in front of her. Press Action ⊗ Button and the Inventory Ring will appear. Left and Right will allow you to select the object you want to try, and pressing Action again will use it.

Using Flares

If Lara finds herself in the dark and has any flares in her inventory, she can get one out and light it by pressing the Flare buttons (SELECT + R1). This will light up her surroundings for a minute or so, and whilst she is carrying it she can still vault or climb – they even work underwater. If she wishes to discard the flare, it can be dropped by pressing the Draw △ Button, to throw the Flare a longer distance press the Flare button combination again (SELECT + R1).

Pushing/pulling objects

Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold down Action ⊗ Button, Lara will get into her ready stance. Once she is ready, press Down to pull the block, and Up to push it, or if you decide you no longer wish to carry on with this task, simply release the ⊗ Action button.

Looking around

Pressing Look (L1) will make the camera go directly behind Lara, whatever the camera is currently doing. With Look held down, the Directional buttons allow Lara to look around her. Once you let go of Look, the view returns to normal. (TIP: if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the Look button on it's own will show you exactly what direction she is facing.)

In Game Menu Rings

Whilst in-game pressing the SELECT button will display the Menu Rings.

Press Left and Right to rotate the menu ring. Press Action ⊗ Button to select the foremost item. Press Up or Down to swap between Inventory, Items and Options rings (see Menu Ring for details of the options available).

Press Draw △ Button to deselect an item, and press the SELECT button again to exit the Menu Rings.

Inventory Ring

Stopwatch

Select to display the time you have spent playing the current level plus other statistics.

Weapons

The pistols are, by default, selected and ready to use. If you wish to use another weapon (the shotgun, or one that you have found) simply select it and press Action ⊗ Button. You can also see how much ammo is available to you here.

Small Medi Pack

Using a small medi pack (when collected) will restore 1/2 of Lara's health, and also acts as a poison antidote.

Large Medi Pack

Using a large medi pack (when collected) will fully restore Lara's health, and also acts as a poison antidote.

Beware, some baddies will poison you, should you be poisoned your health bar will appear and begin to flash yellow - decreasing as it flashes. Use either a Small or Large Medi Pack as an antidote.

Options Ring

Passport

Here the options open to you are: Load Game, Save Game or Quit to Title Screen.

Personal CD Player

In this case, for usage descriptions refer to Starting The Game as it does exactly the same as described there.

Save Game

Please note that if you do not have a memory card you will be unable to save your game.

Collecting a Save Game Beacon, a revolving diamond, by picking them up will place the diamond into your inventory To save your game simply select the diamond from your inventory and follow the on-screen prompts. At the end of the level you will be prompted as to whether you wish to save your game here, if you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

If you save your game in Lara's house (training level) your assult course times will also be saved.

Load Game

To load a previously saved game proceed to the Menu Ring, select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

Statistics Screen

At the end of each level you are presented with a Statistics screen, here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%.

If you die in-game you will be presented with the Passport Screen. Here you will be given the opportunity to Load a previously saved game or Quit to the Title Screen.

Area Selection Screen

Upon completion of the India levels you will also be presented with an Area Selection Screen. Here you will be able to select the order in which you wish to continue your adventure. Press Action ⊗ Button at the Globe icon, using the Left and Right Directional buttons to highlight the 3 available areas – London, South Pacific or Nevada.

You will be prompted in the same way at the completion of each area until all are completed, when they are complete you will be taken to the climax of your adventure.

You will also have the option to save your game at this point.

Credits

Programmers	Chris Coupe Martin Gibbins
AI Programming	Tom Scutt
Animators	Phil Chapman Jer O'Carroll Darren Wakeman
Level Designers	Pete Duncan Jamie Morton Richard Morton Andy Sandham
FMV Sequences	Peter Barnard David Reading
Additional Artwork	Matt Charlesworth Mark Hazleton
Music	Nathan McCree
Sound Effects	Martin Iveson
Additional Sound Effects	Matthew Kemp Peter Connelly
Script	Vicky Arnold
Special thanks	Judith Gibbins
Producer	Troy Horton
Game Testers	Tiziano Sirillo Hayos Fatunmbi Paul Field Darren Price Steve Wakeman Dave Ward
Executive Producers	Jeremy H. Smith Adrian Smith

Limited Warranty

Eidos Interactive Limited reserves the right to make improvements in the product described in this Instruction Manual at any time without notice. Eidos Interactive Limited makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness of any particular purpose. If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software programme, which is provided 'as is') return it in its original condition to the point of purchase. Proof of purchase required to effect the 90 day warranty.

THIS LIMITED WARRANTY DOES NOT EFFECT YOUR STATUTORY RIGHTS.

Tomb Raider III & Lara Croft © & ™ Core Design Limited 1998. © & Published by Eidos Interactive Limited 1998. All Rights Reserved.

Need any help?

Why not call our recorded gameplay helpline on:

09067 535050*

*Please note that this call is more expensive than a normal call and at time of publication is charged at 75p per minute at all times. Callers must legally be aged 16 or over. This service is provided in the UK by Eidos Interactive Limited, Unit 2, Holford Way, Holford, Birmingham, B6 7AX.

Notes

CORE

Tomb Raider III & Lara Croft © & TM Core Design Limited 1998.
© & Published by Eidos Interactive Limited 1998. All Rights Reserved.

EIDOS

SLES-01649

" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

5032921004466